

Jason Zucker

Video Editor & Filmmaker

Brand & Social Content • Generative AI • App Development

NYC METRO

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PORTFOLIO

LINKEDIN

Video editor and filmmaker with experience since 2007 across television, documentaries, trailers, and branded social content. Combine story-driven Premiere Pro editing with hands-on generative AI tools and custom AI application development.

01 Selected credits

The Hustle of
@617MikeBiv

Editor

Last Man Standing

Editor & Cinematographer

Peter Liman: Monet
of the Mountaintop

Director, Cinematographer
& Editor

02 Craft & tools

Editing & design
Adobe Premiere Pro
After Effects & Photoshop
Figma
Story structure & pacing
Branded & social content

AI & development
Higgsfield & ChatGPT
Premiere / Photoshop AI
AI API integrations
React, TypeScript & Supabase

03 Education

New York University
Tisch School of the Arts
BFA, Film & Television · 2007

04 Video experience

Freelance Video Editor & Filmmaker

Jason Zucker Freelance | Jul 2012–Present

Edit documentaries, brand videos, interviews, trailers, and social content in Premiere Pro. Shape interview selects, story structure, music, and pacing; manage client briefs, deliverables, schedules, and revisions.

Clients include Vice, MTV, E!, Complex, Fuse, and the New York Post. Selected brand and trailer work includes Goleadoras and the Rabbit official trailer.

Editor, Videographer & Segment Producer

VH1 | Aug 2007–Jul 2012

Worked across production and post-production, shooting footage and editing television segments with a focus on story, rhythm, and pacing.

05 AI & product development

Founder & AI App Developer

Zucker & Co | 2025–Present

Design and develop websites, client portals, and custom web and mobile apps. Build the Lead Response Desk to answer website questions from approved information, capture inquiries, and prepare replies for owner review.

Founder & App Developer

Brainy Day | Mar 2024–Present

Create word and puzzle games, browser games, and interactive stories. Projects include LetterClash, Brainy Day Arcade, and Brainy's World. Handle concepts, interface design, development, and iteration.